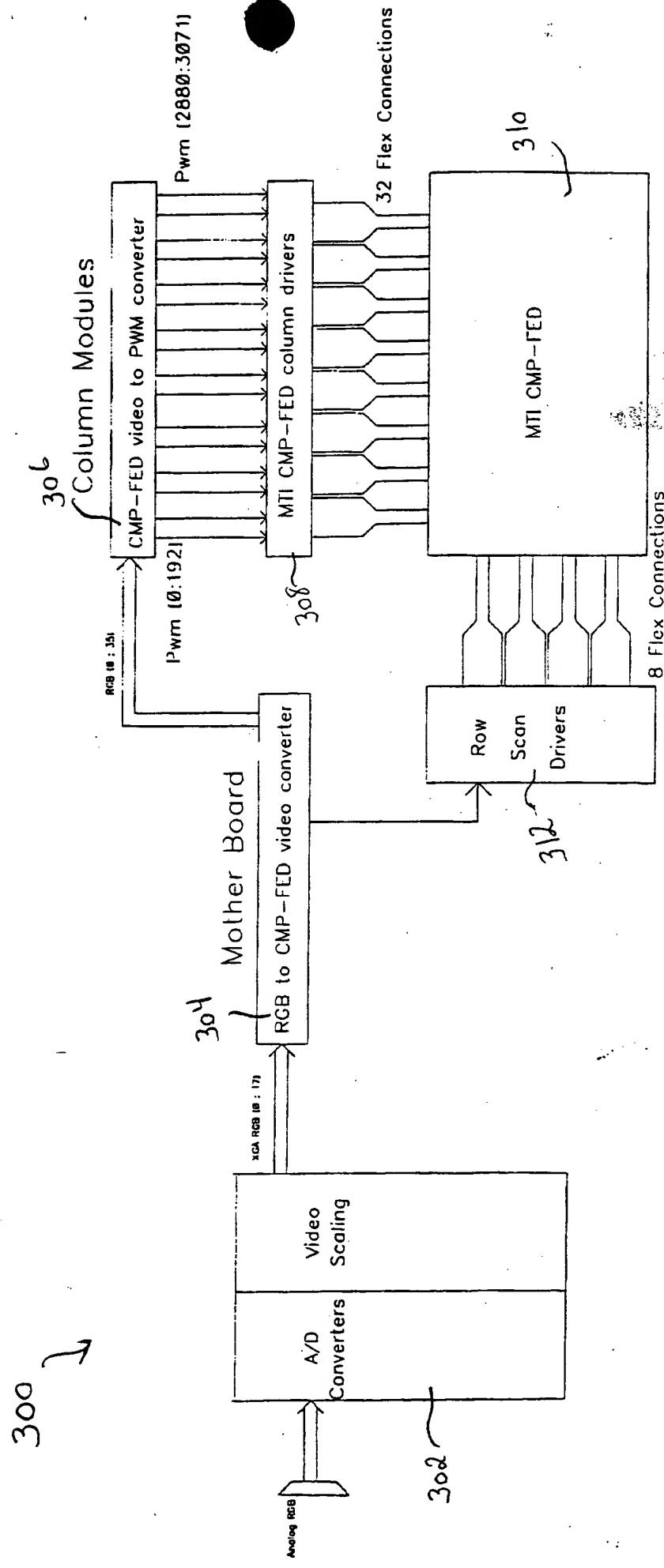


FIGURE

Figure 2



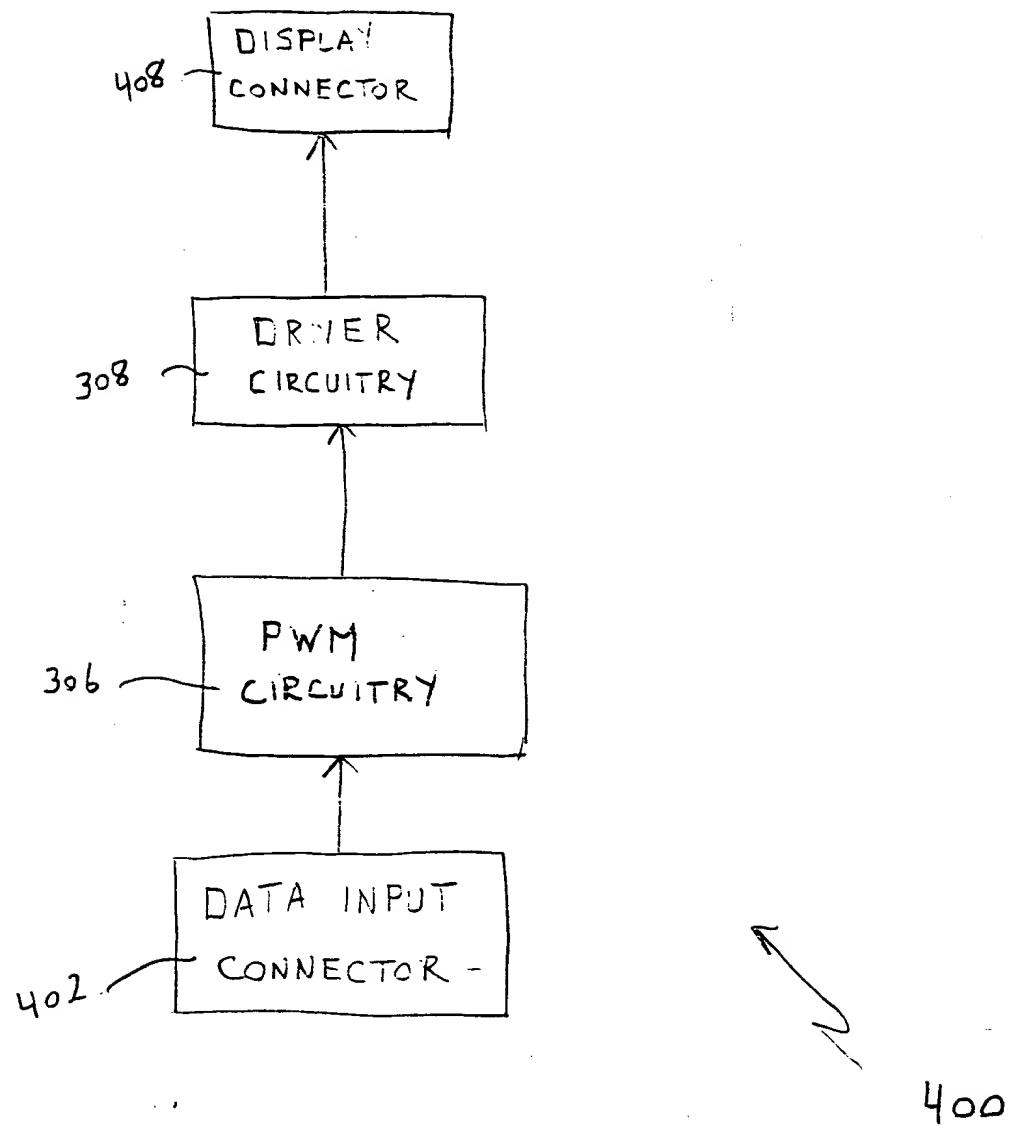


Figure 3

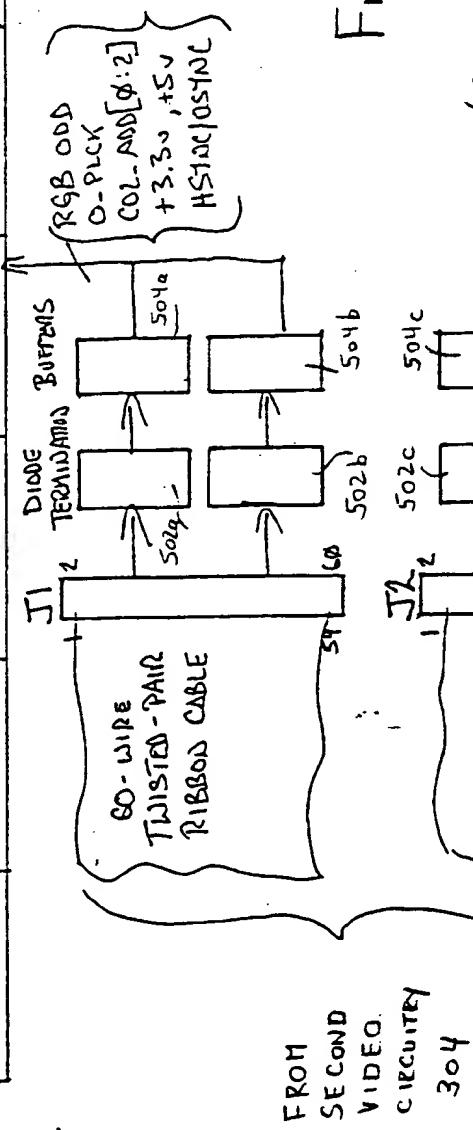
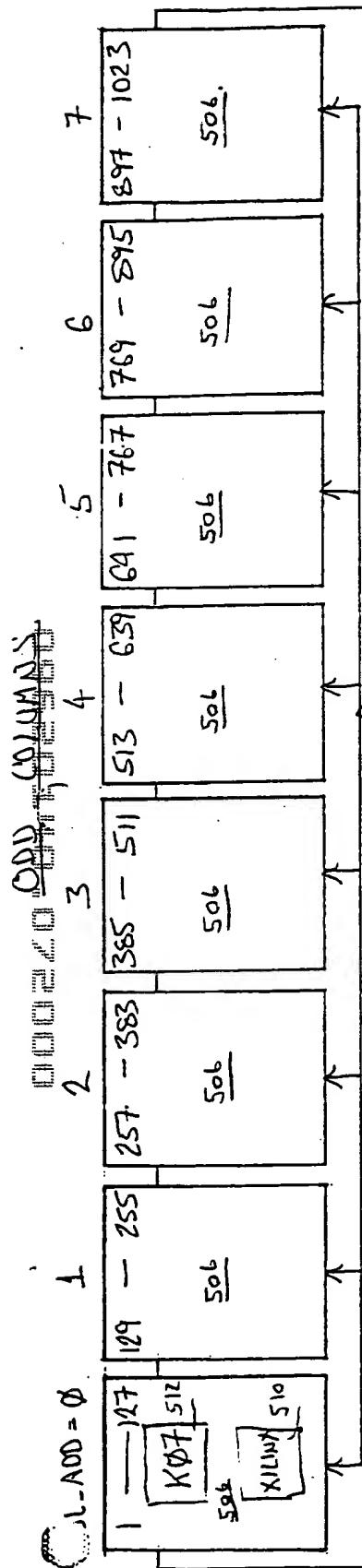
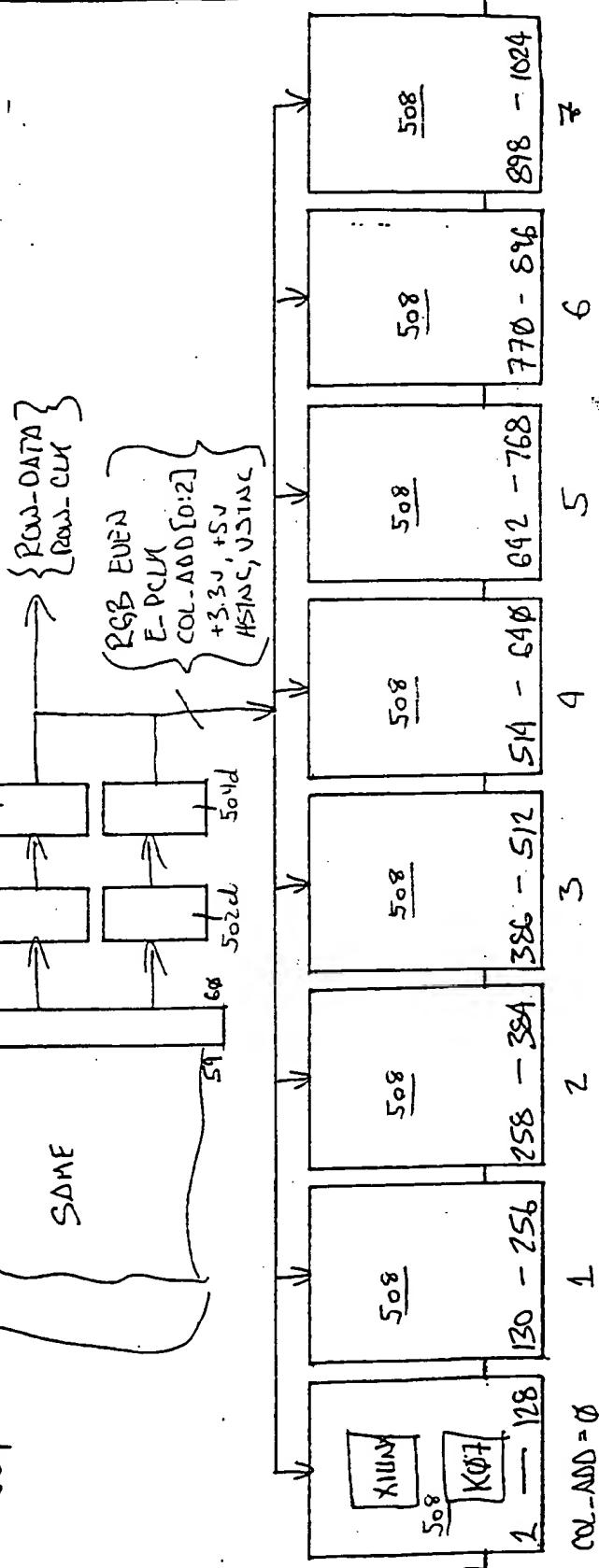


Figure 4



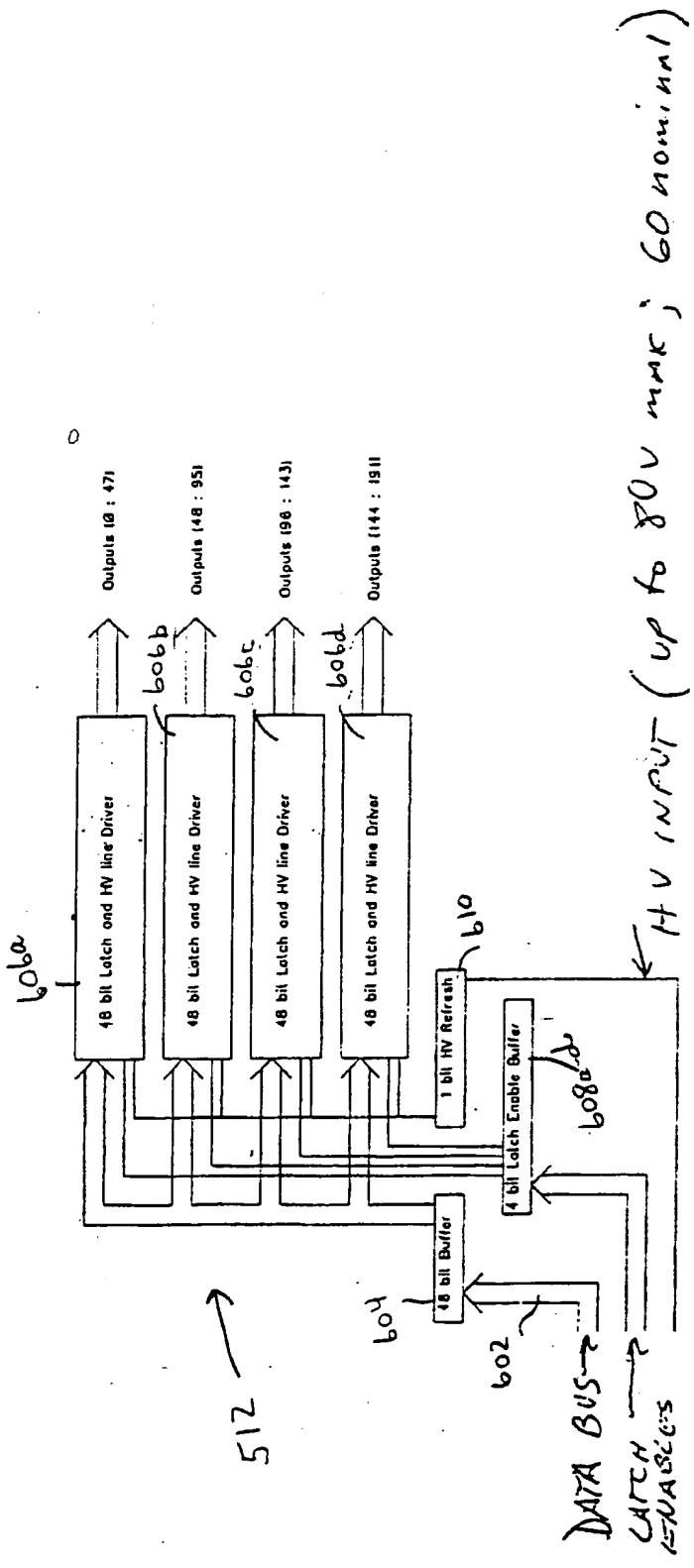


Figure 5

DATA → Reg 1 of 4 → Reg 2 of 4 → Reg 3 of 4 → Reg 4 of 4

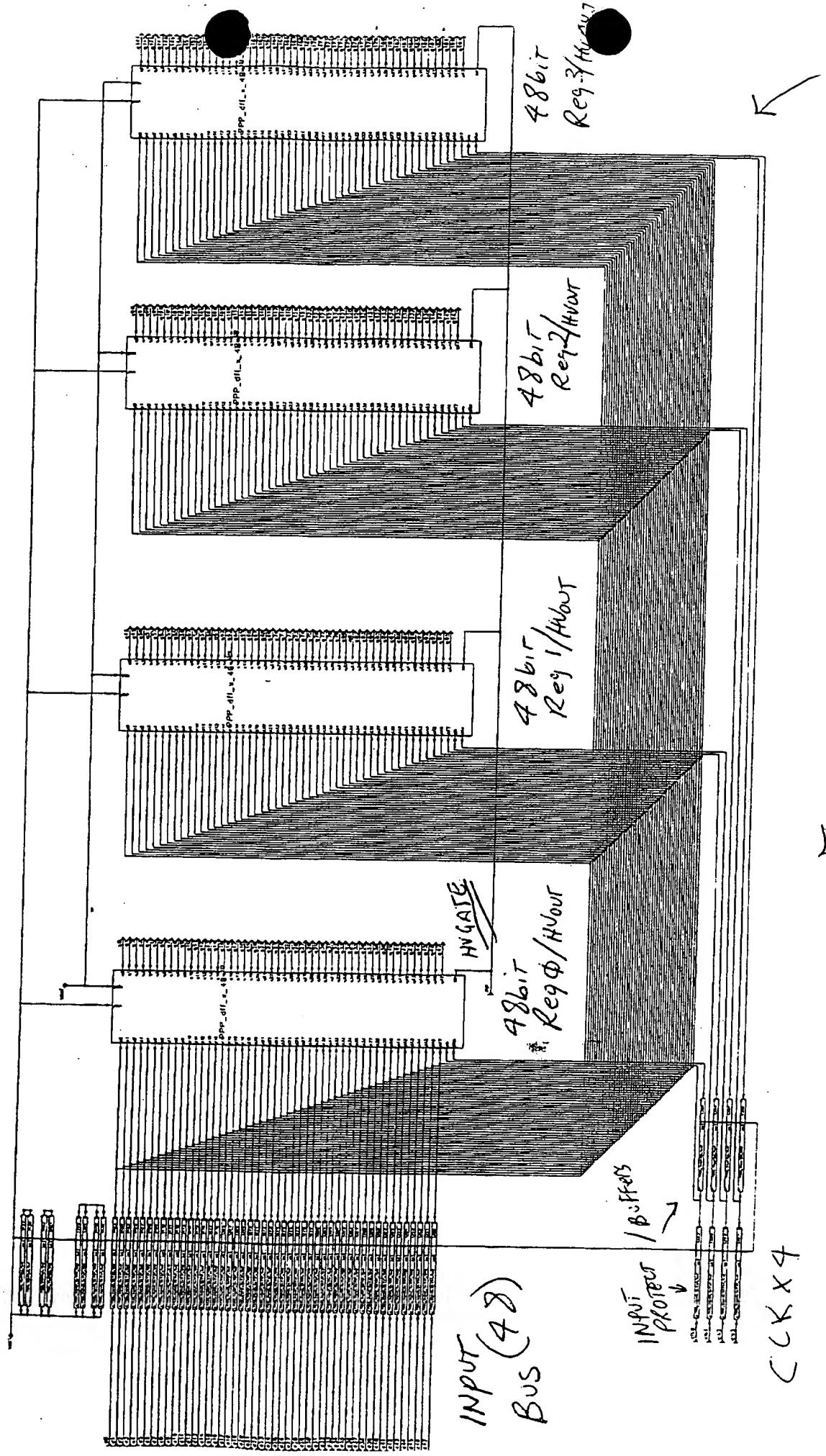


Figure 6

512

0962031400 - 0220000

DATA
BUS

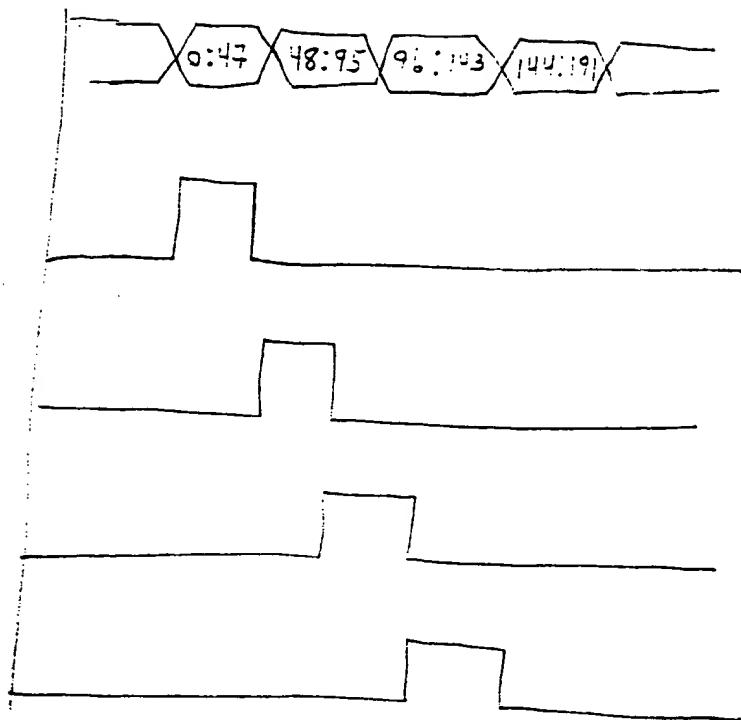


Figure 7

Video Timing (BASED ON VESA 1024 x 768 @ 60 Hz STANDOFF)

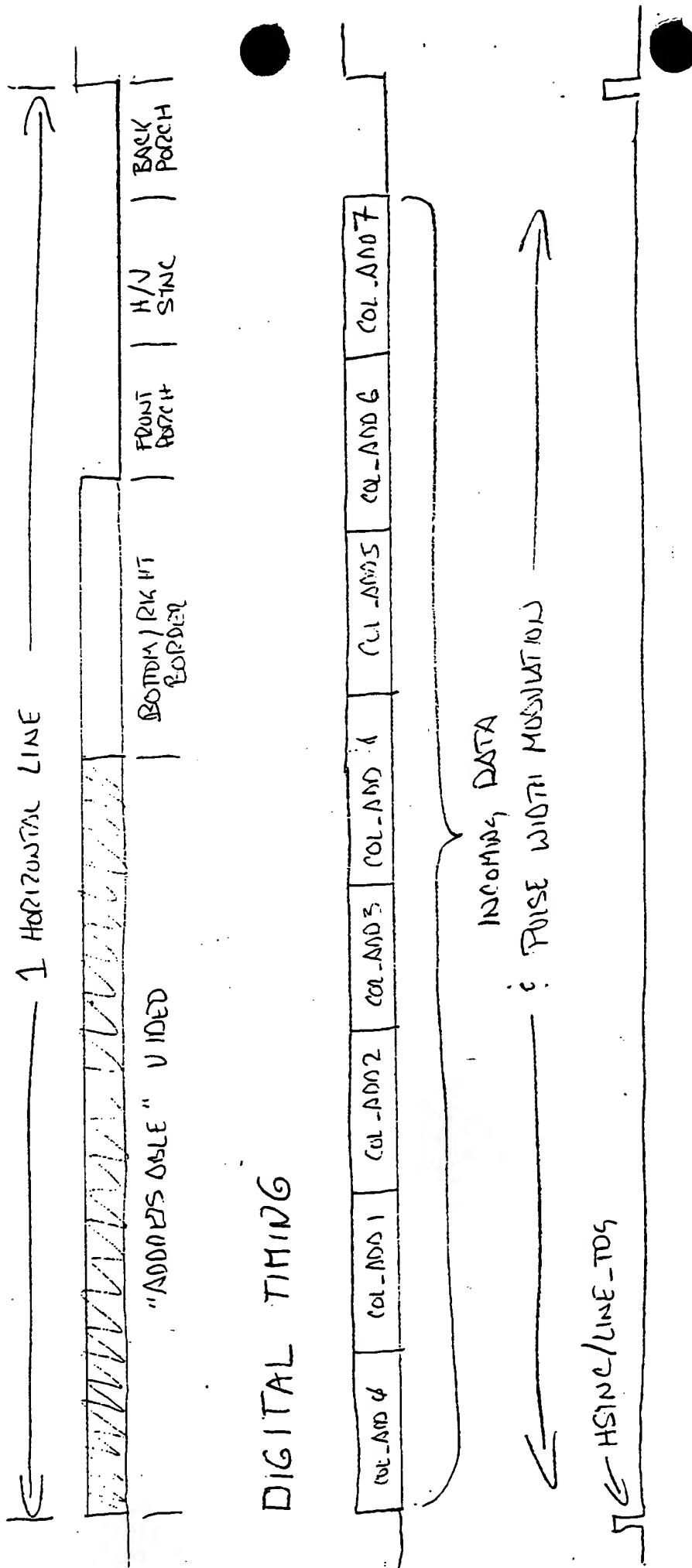


Figure 8

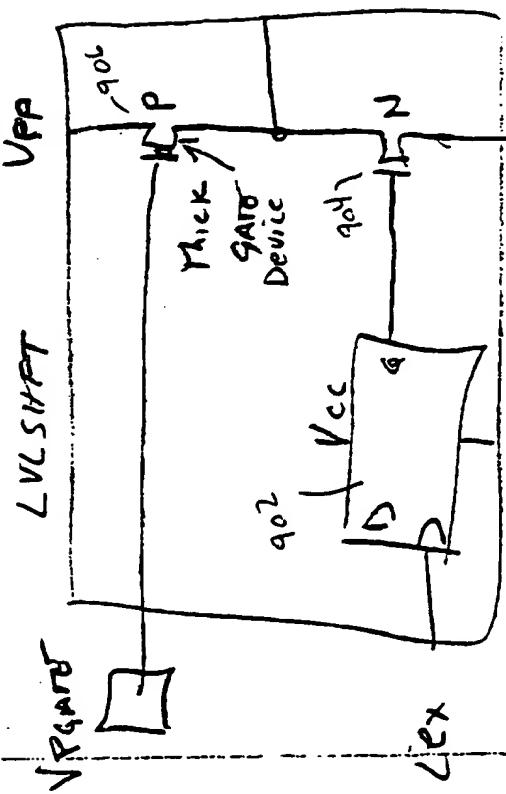


Figure 9A



Figure 9C



Pull all artifacts
up in during
refresh

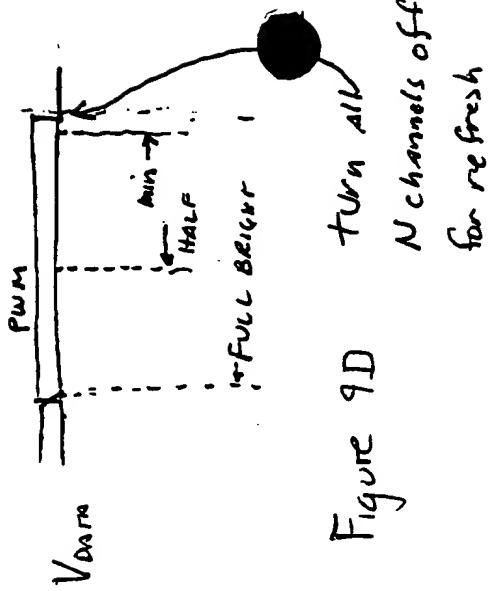
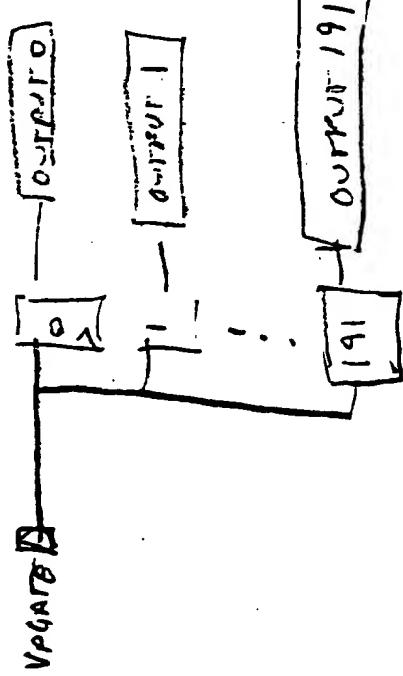


Figure 9D



Neurons off for no fresh

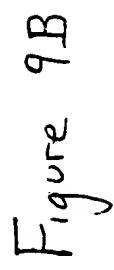




Figure 10A

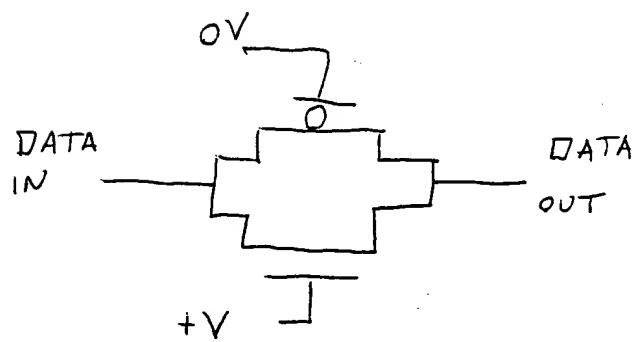


Figure 10B

$$T_{VIDEO} \leq \# \text{Rows} \cdot \# \text{Refreshes} = \frac{1}{768 \cdot 72} \leq 18 \mu\text{s}$$

use this full 18 μs - standard video will be about 80% of 14 μs

Fig. 11A
HS

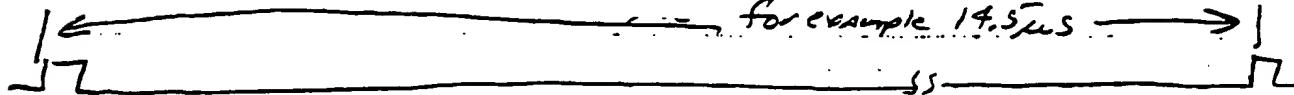


Fig. 11B
VIDEO

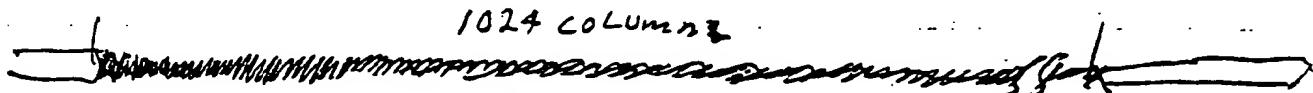


Fig. 11C
Pixel
clock

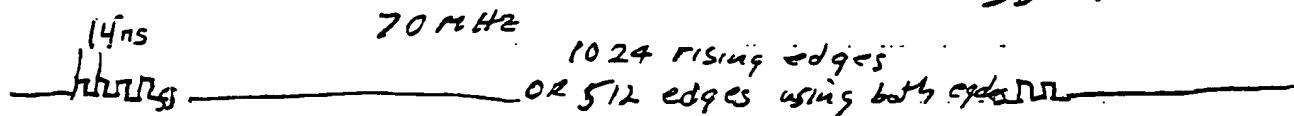


Fig. 12A
HS

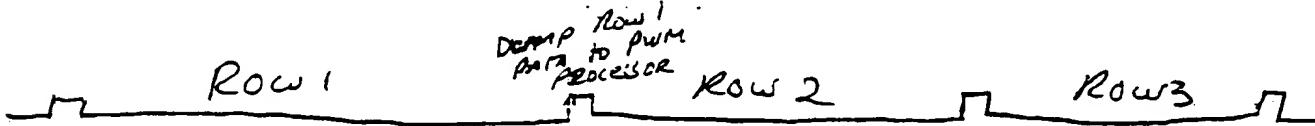
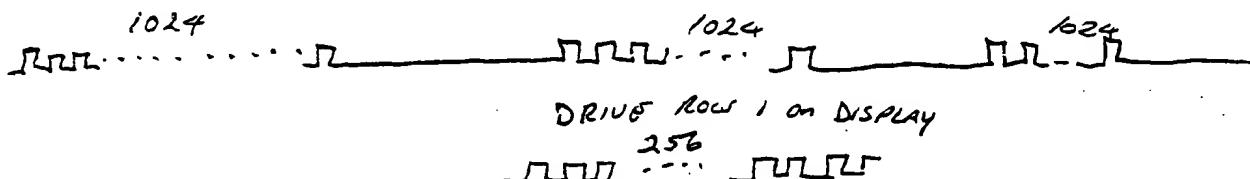


Fig. 12B
VIDEO



Fig. 12C
Pixel CLK



VIDEO to PWM CLK
PWM

Fig. 12D

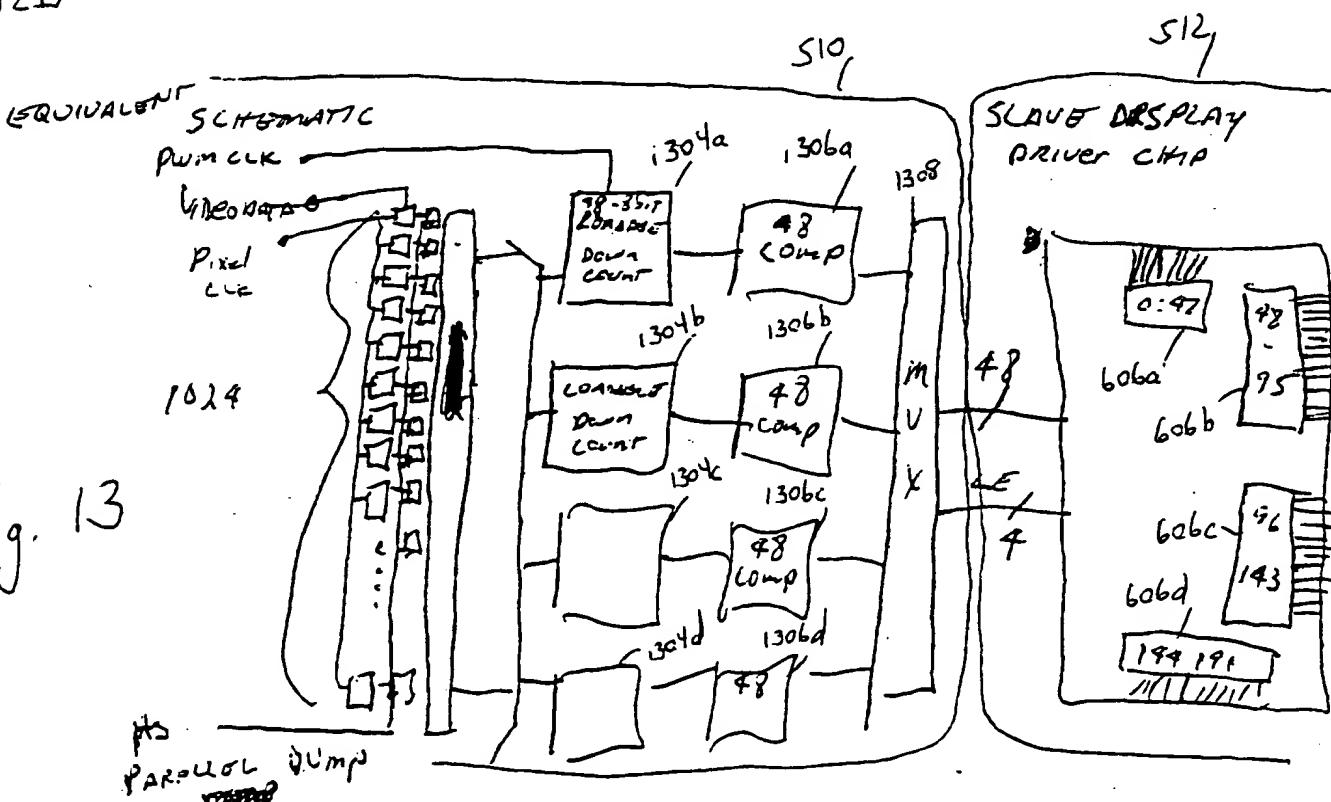


Fig. 13